

DYSHAS			Roll	Penetration Bolt	1:1	<input type="checkbox"/>
			COLORS	De/Go		
Body Freeze	1:1	<input type="checkbox"/>	Power Hold	1:1	<input type="checkbox"/>	
COLORS ORS	Sh/La		COLORS	Du/Go		
Body Shield	1:1	<input type="checkbox"/>	Power Orb	1:1	<input type="checkbox"/>	
COLORS ORS	La/Go		COLORS	Eb/Go		
Brain Blast	1:1	<input type="checkbox"/>	Reflector	1:1	<input type="checkbox"/>	
COLORS ORS	Sh/Sh		COLORS	Tr/De		
Deflector	1:1	<input type="checkbox"/>	Rummage	1:1	<input type="checkbox"/>	
COLORS ORS	Tr/Tr		COLORS	Tr/Sh		
Floater	1:1	<input type="checkbox"/>	Scramble	1:1	<input type="checkbox"/>	
COLORS ORS	Tr/Eb		COLORS	Sh/Eb		
Frost Bolt	1:1	<input type="checkbox"/>	Sear	1:1	<input type="checkbox"/>	
COLORS ORS	Sh/De		COLORS	Du/De		
Healer	1:1	<input type="checkbox"/>	Shield	1:1	<input type="checkbox"/>	
COLORS ORS	La/La		COLORS	Go/Go		
Inner Eye	1:1	<input type="checkbox"/>	Shield Implode	1:1	<input type="checkbox"/>	
COLORS ORS	Tr/Du		COLORS	Tr/Go		
Inner Eye	1:1	<input type="checkbox"/>	Shining	1:1	<input type="checkbox"/>	
COLORS ORS	Tr/La		COLORS	La/Eb		
Levitate	1:1	<input type="checkbox"/>	Spectral Stun	1:1	<input type="checkbox"/>	
COLORS ORS	Eb/Eb		COLORS	Sh/Du		
Lightning Blast	1:1	<input type="checkbox"/>	Spinner	1:1	<input type="checkbox"/>	
COLORS ORS	De/De		COLORS	Eb/De		
Night Eyes	1:1	<input type="checkbox"/>	Stiff	1:1	<input type="checkbox"/>	
COLORS ORS	La/Du		COLORS	La/De		
Orb of Light	1:1	<input type="checkbox"/>	Suspension Orb	1:1	<input type="checkbox"/>	
COLORS ORS	Du/Du		COLORS	Eb/Go		—

HARD DYSHAS			Roll		Roll
Bubble	2:1	<input type="checkbox"/>	Fire Touch	2:1	<input type="checkbox"/>
COLORS	Go/Eb/Tr		COLORS	De/Sh/Tr	
Calm Animal	2:1	<input type="checkbox"/>	Flinger	2:1	<input type="checkbox"/>
COLORS	Tr/La/Sh		COLORS	Go/Du/Eb	
Cast Energy	2:1	<input type="checkbox"/>	Force	2:1	<input type="checkbox"/>
COLORS	Du/De/Sh		COLORS	Go/Eb/Tr	
Constrictor	2:1	<input type="checkbox"/>	Glow	2:1	<input type="checkbox"/>
COLORS	Go/Tr		COLORS	Du/De/La	
Craze	2:1	<input type="checkbox"/>	Ping	2:1	<input type="checkbox"/>
COLORS	De/Sh/Tr		COLORS	Go/Eb	
Drain	2:1	<input type="checkbox"/>	Shield Shatter	2:1	<input type="checkbox"/>
COLORS	Tr/La/De		COLORS	Go/De/Tr	
Faint	2:1	<input type="checkbox"/>	Wall	2:1	<input type="checkbox"/>
COLORS	Sh/La/Tr	—	COLORS	Go/Eb	—

VERY HARD DYSHAS			Roll		Roll
Bell	3:1	<input type="checkbox"/>	Spider Grip	3:1	<input type="checkbox"/>
COLORS	Eb/La/Tra/Sh		COLORS	La/Eb/Go	
Create Warp	3:1	<input type="checkbox"/>	Summon	3:1	<input type="checkbox"/>
COLORS	Tr		COLORS	Sh/Tr/La	
Identify	3:1	<input type="checkbox"/>	Tingler	3:1	<input type="checkbox"/>
COLORS	La/Sh/Tr		COLORS	La/Sh/Tr	
Push	3:1	<input type="checkbox"/>	Tumble	3:1	<input type="checkbox"/>
COLORS	Go/Eb/Tr		COLORS	Go/Eb/Tr	
Quantum	3:1	<input type="checkbox"/>	Warp Stabilize	3:1	<input type="checkbox"/>
COLORS	Du/De/Tr		COLORS	Tr	
Seek	3:1	<input type="checkbox"/>	Wrap	3:1	<input type="checkbox"/>
COLORS	Sh/Eb/Tr	—	COLORS	Du/Sh/Tr	—